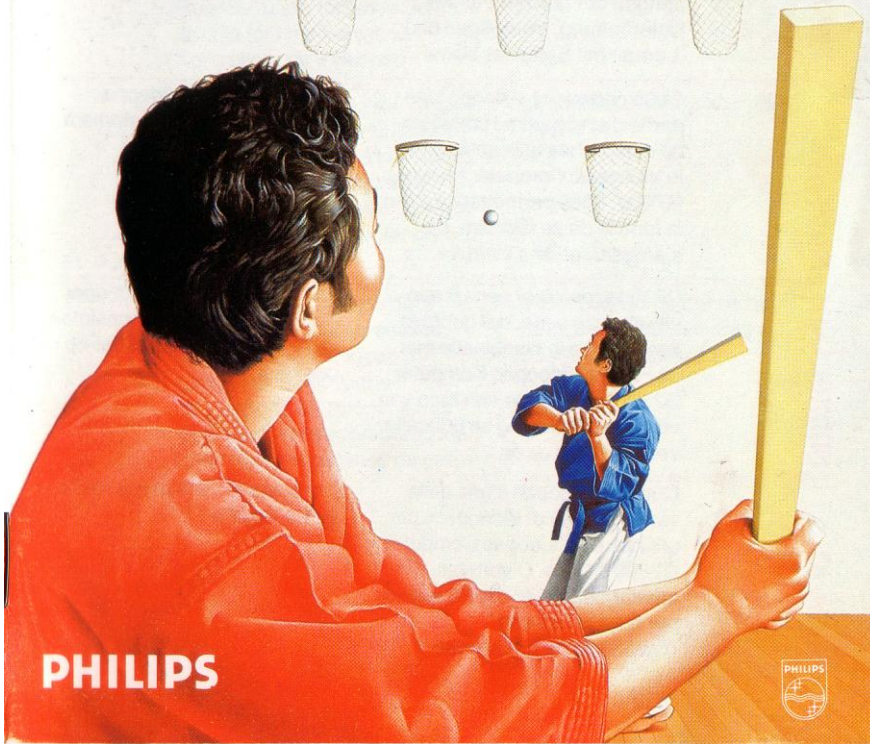
PHILIPS VIDEOPAC 26

Basket game
Jeu de paniers
Korfspel
Korbball
Tiro al cesto
Kurvespil
Poäng-jakt
Juego del enceste



PHILIPS

Instructions for Use

ENGLISH

Basket game
(1 or 2 players) Press RESET
next press key 1

The screen shows a large hall.
In the centre, on the floor on either side of a large cone, two players each carrying a club.
One player is yellow, the other red.
At their feet a large ball; a yellow one for the yellow coloured player (left-hand control), a red one for the red player (right-hand control).

When you press your action button, your player will swing his club and send his ball up into the air. Up there you see five baskets, each carrying a number. Everytime your ball enters into one of these baskets, the number of points indicated in that basket is added to your score.
The computer keeps track of the number of points you have scored as indicated at the bottom of the screen.

Everytime one of the players passes another one hundred, the game is stopped temporarily to give credit to the player. Shortly after, the game is resumed again.

Winner is the player who first reaches 9999 points or whoever has most points whenever you decide to stop. There is no time limit.

There's a number of special handicaps:

- You only score when a ball, having the same colour as your player, enters a basket.
- Your ball will change colour when your opponent manages to hit it with his club, so it will score points for him.
  The same goes for you of course, so make sure you hit your opponent's ball when it comes within reach.
- There's a little busybody halfway up the screen. He runs back and forth, trying to catch every passing ball. When he does, he carries it to the centre where he drops it again. You never quite know which way the ball will bounce, so make sure you are around so you may hit your opponent's when it happens to be coming your way.
- On either side you see a little spinner. They take an active part in the game too. If your spinner hits a ball from your opponent, it assumes your colour again and starts scoring points for you. Unfortunately however the same happens when your ball hits the spinner of your opponent.
- You will soon see that the figures in the baskets keep changing constantly. It may well happen that your ball lands in a basket marked "0". Bad luck, you won't score any points unfortunately.

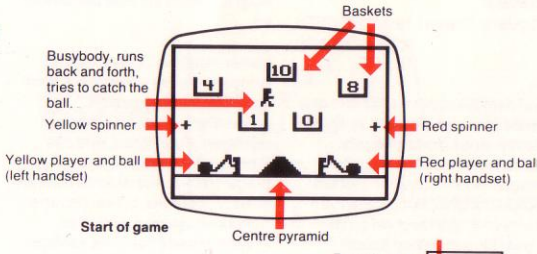
Each time a game is finished, press RESET (△), 'SELECT GAME' is shown on the screen. Now:
(a) Select another game.
Or (b) Select another Videopac.
Remove existing Videopac by placing one hand next to it, and pulling handle upwards.
Replace Videopac in its box.
Refer now to Instructions for Use of the next Videopac.
Or (c) Plug aerial back into TV, and unplug the Videopac Computer from the mains.

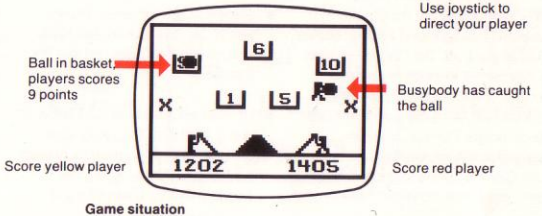
Check procedure
If you suspect a fault in the equipment follow this procedure (with a Videopac installed).
Press RESET (△). The TV will emit a short sound, and 'SELECT GAME' should appear on your TV screen.
If not, ensure that the equipment is set up properly as detailed in the Instructions for Use (both of the equipment, and of the Videopac used). If the fault remains, take both the equipment and Videopac to your dealer.

If you want to play alone

No problem, just select a handset and start playing. The computer will automatically take over for the other player. You'll soon find that he's a formidable opponent too!

You may also have both players compete without actually taking part yourself. Just press RESET and next press key 1 and see what happens.
It's fun to watch and a good way to study the game.


Baskets
Busybody, runs back and forth, tries to catch the ball.
Yellow spinner
Red spinner
Yellow player and ball (left handset)
Red player and ball (right handset)
Start of game
Centre pyramid
Press button to swing club
Use joystick to direct your player



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